CLAIM AMENDMENTS:

1. (Currently amended) A method comprising:

providing a 2D surface comprising a 2D projection of a 3D space on a display, the 3D space comprising a selected object, the 2D surface appearing to lie obliquely to the display;

~~enabling a user to move~~ providing an indicator that is constrained to the ~~a~~ 2D surface to identify a center of interest, ~~rendered in a projection of 3D space on a display~~ the indicator corresponding to the selected object in the 3D space and located on the 2D surface at a position corresponding to a position of the selected object in the 3D space, ~~the rendered 2D surface appearing to lie obliquely to the display~~; and

effecting an action with respect to the center of interest in response to the user's control of the indicator.

2. (Original) The method of claim 1 further comprising enabling the user to move a second indicator on the display, the second indicator not being constrained to the 2D surface.

3. (Original) The method of claim 1 in which the 2D surface comprises a plane.

4. (Canceled). Please cancel this claim without prejudice.

5. (Currently amended) The method of claim ~~4~~ 1 in which ~~each~~ the selected object corresponds to a file associated with a file-handling application and the action comprises triggering the file-handling application to open the file.

6. (Canceled) Please cancel this claim without prejudice.

7. (Original) The method of claim 1 in which the action comprises altering the projection of the 3D space to indicate motion to the user.

8. (Currently amended) The method of claim 1 in which the action comprises altering the projection of the 3D space to indicate to the user a change in viewpoint in the 3D space along a circular path around the center of interest~~, the center of which is~~ on an axis perpendicular to the 2D surface ~~at the position of the indicator~~.

9. (Currently amended) The method of claim 1 in which the display further comprises rendered topographic elements that orient the user's perception of the 3D space.

10. (Currently amended) A method comprising:

rendering a first view of a 3D space from a first reference point, the 3D space comprising a user-selected object, the first view including a projection of the 3D space on a 2D surface and the 2D surface including an indicator located at a position corresponding to a position of the user-selected object in the 3D space o~~bjects, a 2D surface, and a first indicator on the 2D surface~~;

detecting a user's control of a second indicator that is moveable in the first view; and

rendering a second view of the 3D space as a function of the user's control of the second indicator.

11. (Original) The method of claim 10 in which movement of the second indicator in the first view is coupled to movement of the first indicator on the 2D surface.

12. (Original) The method of claim 11 in which the first indicator is located at a predetermined position in the first view, and the second view restores the first indicator to the predetermined position.

13. (Original) The method of claim 10 in which the second indicator specifies a selected point in the first view of the 3D space and the second view relocates the first indicator to a position on the 2D surface that is associated with the selected point.

14. (Original) The method of claim 13 in which the position associated with the selected point is on the 2D surface and is intersected by a line normal to the 2D surface through the selected point.

15. (Original) The method of claim 10 or 14 in which the second view is from a second reference point that is closer to the first indicator than the first reference point.

16. (Original) The method of claim 10 in which the second view is from the first reference point.

17. (Currently amended) A method comprising:

displaying a projection of a 3D space ~~that comprises~~ on a 2D surface, the 3D space including a user-selected object, and the 2D surface including an indicator ~~positioned on the surface~~ located at a position ~~associated with~~ corresponding to a position of the user-selected object in the 3D space, the projection simulating a user's perspective from a first viewpoint;

receiving a directional cue from the user with respect to the indicator;

determining a second viewpoint based on the directional cue;

displaying a sequence of projections of the 3D space and a projection of the second viewpoint, the sequence of projections simulating motion from the first viewpoint to the second viewpoint.

18. (Original) The method of claim 17 in which the indicator is positioned near or at a point on the surface through which an axis normal to the surface intersects the user-selected object.

19. (Original) The method of claim 17 in which the motion comprises motion that circumnavigates the user-selected object.

20. (Original) The method of claim 17 or 19 in which the second viewpoint includes the user-selected object.

21. (Original) The method of claim 17 or 19 in which the second viewpoint includes the user-selected object at the same relative position in the projection of the second viewpoint as the position of the user-selected object in the projection of the first viewpoint.

22. (Currently amended) A system comprising:

a display unit that displays a ~~rendering~~ projection of a 3D space on a 2D surface, ~~that comprises a~~ the 2D surface ~~that appears to be~~ appearing to lie oblique to the display unit;

a memory unit that stores information about objects located in the 3D ~~coordinate~~ space and a user's viewpoint;

a user interface configured to receive user controls for moving an indicator on the 2D surface, the indicator on the 2D surface representing a selected one of the objects located in the 3D space and located at a position on the 2D surface corresponding to a location in the 3D space; and

a processor configured to

compute a rendering of the 3D space from the stored information;

couple the user controls to movement of the indicator; and

trigger a process based on location of the indicator.

23. (Original) The method of claim 22 in which the process comprises computing a second rendering of the 3D space, the second rendering restoring the indicator to a preferred position relative to display unit.

24. (Original) The method of claim 23 in which the process comprises selecting an object in the 3D space that is located near an axis that is normal to the 2D surface and that intersects the indicator.

25. (Currently amended) An article comprising a machine-readable medium that stores machine-executable instructions, the instructions causing a machine to:

render a first projection of a 3D space from a first viewpoint, the 3D space comprising a user-selected object, the first projection including a projection of the 3D space on a 2D surface and the 2D surface including an indicator located at a position corresponding to a position of the user-selected object in the 3D space~~objects, a 2D surface, and a first indicator located on the 2D surface~~;

detect a user's control of a second indicator that is moveable in the first projection; and

render a second projection of the 3D space as a function of the user's control of the second indicator.

26. (Original) The article of claim 25 in which movement of the first indicator on the 2D surface is coupled to the user's control of the second indicator.

27. (Original) The article of claim 26 in which the first indicator is located a preferred position relative to the frame of the first projection, and the second view restores first indicator to the preferred position.

28. (Original) The article of claim 25 in which second projection enhances representation of an object located near a line that intersects the first indicator and is perpendicular to the 2D surface.

29. (Original) The article of claim 25 in which the user's control of the second indicator specifies a selected object from the objects in the space, and the second projection comprises the first indicator located on the 2D surface at a position associated with the selected object.